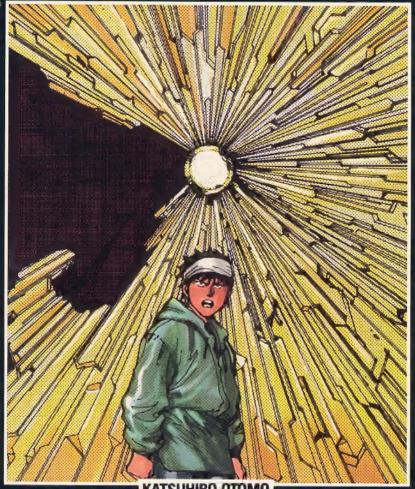
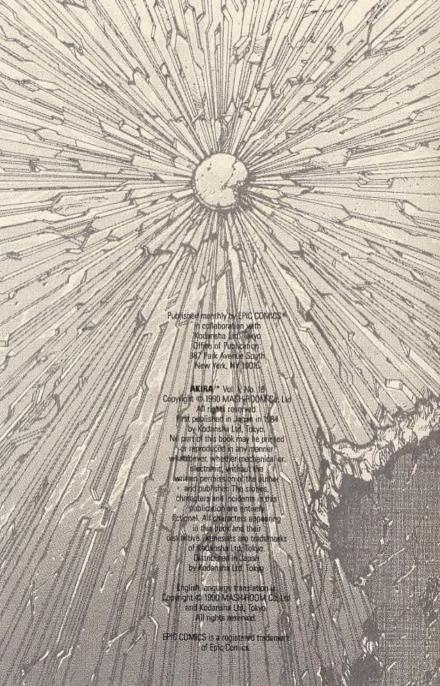
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KATSUHIRO OTOMO





BY KATSUHIRO OTOMO

AMID THE RUINS

WHAT HAS GONE BEFORE

wenty-thirty. The world stands poised at the edge of World War IV. An explosion of thermo-nuclear proportions has been set off in Neo-Tokyo. The world, particularly the superpowers. wonder what has happened. In Neo-Tokyo in a section known as the "old city", a band of teenaged delinguents led by Kaneda encountered Number a child named Takashi who. used extraordinary telekinetic abilities to injure Tetsuo, one of Kaneda's close friends.

As a result Kaneda and Tetsuo become entangled in a power struggle between a mysterious military and scientific organization led by a man known only as the Colonel and an underground resistance group bent on putting a stop to the Colonel's activities.

Among the resistance, Kaneda meets Kay—a girl he alternately maddens and tries to seduce—and Kav's "brother". Rvu. Other important resistance. members include Ryu's superior. the opposition party leader Nezu, and a powerful religious

leader with strong precognitive gifts, Lady Miyako.

The Colonel has a number of children like Number 26 under his control. Each child possesses a distinct set of psychic talents and is identified by a number marked on the hand. At one time, Lady Miyako was Number 19 in this series. Number 28 is Akira, so powerful that since the war he has been suspended in cryogenic sleep.

The Colonel's staff conducts experiments which awaken tremendous telepathic potential in **Tetsuo**, who is redubbed Number 41. Able to shrug off the most serious injuries, Tetsuo goes on a killing spree, murdering one of Kaneda's friends and even attacking Kaneda. Then, followed by Kay and Kaneda. Tetsup sets out in search of Akira, whose powers he fears. may rival his own.

Tetsuo repels soldiers armed with the most sophisticated weaponry. The scientists monitoring Akira 's cryogenic sleep realize that even in hibernation. Akira's power is responding to Tetsuo's psychic energy. When Tetsuo reaches Akira's resting place, the cryogenic chamber cracks from within and Akiradazed and docile following his long sleep—emerges.









Akira

The Colonel

Tetsuo

Masaru



Terrified of what may occur, the **Cotonel** summons the powerful SOL military satellite and orders that its laser cannon be fired at **Tetsuo** and **Akira**. The two are separated by the blasts. **Akira** is saved by **Kay** and **Kaneda**, but **Tetsuo** is less fortunate. The laser strikes his left arm.

Neo-Tokyo is placed in a state of military emergency following the disaster, "Caretaker robots" patrol the streets, dealing harshly with looters and restoring order. Discredited and made a scapegoat following the disaster, the Colonel - who successfully conceals the truth about what has occurred despite leaks to the media-decides to use the emergency as an excuse to hunt down and destroy his enemies. With the aid of his inner circle, the Colonel stages. a successful coup d'etat.

Nezu, planning to exploit

Akira for his own purgoses. kidnaps the child and orders his staff to kill Kaneda, Kay, and Chivoko, who nevertheless manage to escape and free Akira. He is, however, stolen. from them again, this time by Sakaki, Miki, and Mozuyoung psychics trained by Lady Mivako, who now knows that Nezu has betraved her. The Colonel, with his troops and his psychic children, is also frantically trying to find Akira before he fully awakens. On the Colonel's orders. Takashi kilis Mozu during a psychic showdown. Nezu comers Sakaki and Akira, but before he can do them any harm. Miki sacrifices her life, enabling the pair to escape. Sakaki hides Akira in a dumpster. There he is found by Rvu—one of the few people who doesn't recognize the child. Ryu and Akira encounter Nezu. who blurts out the boy's name.









Chiyoka

Kiyoko

Seer

Kay

Ryu realizes that his former master is a traitor. When Nezu tries to kill them, Ryu guns him down and leaves him for dead.

As Sakaki and Ryu fight for control of Akira, they are suddenly joined by Kaneda, Kay and Chivoko. Then all six of them are surrounded by the Colonei's troops. Sakaki makes a last ditch effort to escape and is killed, her spirit embraced by Lady Miyako as she dies. Takashi fondly greets Akira and reintroduces him to their fellow psychics Kivoko and Masaru. Then Nezu, dying and determined on revenge, arrives and tries to kill Akira, killing Takashi instead.

The trauma of Takashi's death galvanizes Akira, who fully awakens and unleashes a light blast powerful enough to devastate the entire city. Acting quickly. Masaru and Kiyoko sweep most of the people in the area upward, into the shelter of a skyscraper. The entire resistance group is separated, and Kaneda is last seen vanishing towards the sky. In the wake of the disaster. Lady Mivako opens her temple and offers shelter and comfort to those in need.

Afterwards, as Akira sits

alone, telekinetically playing with bits of rubble. Tetsuo finally reappears. Neo-Tokyo is completely cut off from the outside world, and in the western part of the city the Great Tokyo Empire is formed—a monarchy with Akira on the throne and Tetsuo as his prime minister. Together the pair use their powers, healing the sick, wielding control of the faithful, and organizing their subjects into fighting units that destroy caretaker robots and conquer military and medical relief parties sent from the outside world. In addition. Tetsuo conducts deadly tests on special followers. hoping to find more psychics fit for training. The Empire is eventually infiltrated by teams of spies sent from the outside to learn the truth about what is

Masaru and Kiyoko are sick with withdrawal from the drug which augments and helps to channel the powers of all psychics. Kay is trying to treat them with drugs she's been able to steal and get on the Black Market. Following an injection, Kiyoko, whose gift is precognition, tells Kay that she must seek out Number 19.

happening in the city.



Lady Miyako







Lt. Yamada Tetsu

Tetsuo's Aide

Ryu















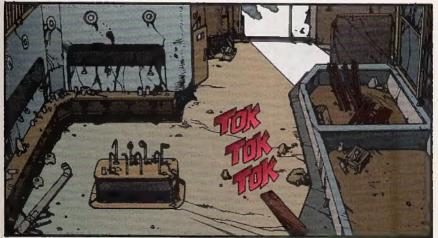












































































































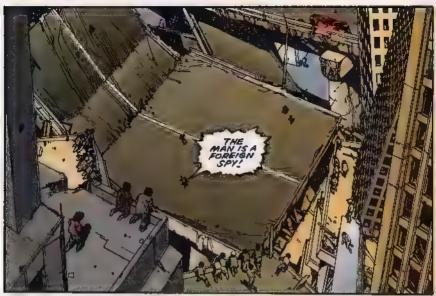


































































































































































































































































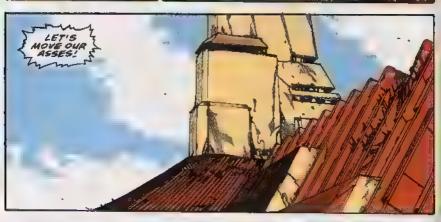














































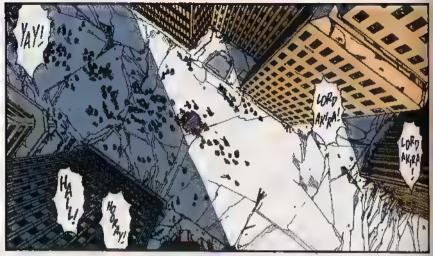












































































































































































WEY, TETSUO,
IF YOU CAN'T
GET THAT HUNK
OF JUNK TO GO
ANY FASTER,
KEEP IT OFF
THE ROAD!











AKIRA: the movie AN UPDATE

Over the past two months, the English-language animated film AKIRA, as presented by Streamline Pictures, has opened in several cities around the U.S. AKIRA has received critical acclaim in many of these cities leading newspapers. Following are excerpts from AKIRA reviews.

"Katsuhiro Otomo's **AKIRA** is the most expensive an mated feature ever made in Japan (over 1 bill on yen) and it's easily the most impressive as well. The two-hour film is adapted from Otomo's popular biweekly comic and, in the manner of contemporary Japanese comics, it is super-colorful, explicitly violent, intel ectually provocative and emotionally engaging with its Perils-of-Pauline pace. Otomo has condensed the narrative sprawl of the comics to provide coherence, though there's a bit of **BACK TO THE FUTURE PART II** incompleteness to the story. That hardly matters, since the film moves with such kinetic energy that you'll be hanging on for dear life.

"Of course, **AKIRA** is not a long cartoon, but an ambitious animated feature that can be seen as a parable of scientific responsibility and cosmic rebirth, or just an action-packed serial. Or it can be seen as a visceral example of the future of animation."

—THE WASHINGTON POST

"An impressive example of today's Tokyo an mation style, **AKIRA** is a long way from Saturday morning cartoons."

-SAN FRANCISCO WEEKLY

"If an animated film can be called mammoth, then Katsuhiro Otomo's **AKIRA** is Of course, all animated films consist of painted panels, but the futuristic **AKIRA** is full of huge metropo itan vistas and massive destructive effects."

---THE OREGONIAN

" AKIRA is an astonishing piece of animation. Otomo has drawn his film with such amazing attention to scale, perspective, motion effects and panoramic viewpoints that some segments of it are dizzying."

"Others are so gritty, corrosive or violent, you almost feel assaulted "The frequently large-scale themes of **AKIRA** are fascinating, and have the tone of a disturbingly near future, just the other side of whatever nuclear hologaust seems to await us."

—SAN FRANCISCO CHRONICLE

"...the primary attraction is the artwork: the most expensive animated movie ever made in Japan, AKIRA offers exceptional detail, realistic lighting, and a palette ranging from DayGlo neon to dark-alley shadow (327 colors were used in all)—it makes BLADE RUNNER look like a filmstrip. Full of sometimes bloody ultraviolence and rampant destruction, this U.S. premiere is not for little kids, but it's indispensable to those with a serious interest in animated storytelling."

-WASHINGTON CITY PAPER

"Gang warfare, student protest, terrorism, military oppression, nuclear holocaust—these aren't the usual topics one thinks of in connection with cartoons.

"But then AKIRA is no ordinary cartoon."

-THE SEATTLE TIMES

"Are animated films really necessary? Why draw things that can just as easily be photographed? Generally, animators make objects perform stunts impossible anywhere but in their "magic" world. Yet sadly, most animated films are impoverished in imagination and theme. Even in a short film forged from line drawings, pieces of paper, or piles of soft clay, the secret of success is the story. And this is the secret of AKIRA."

-WILLAMETTE WEEK



"Readers of adult comic books should flock to Katsuhiro Otomo's revolutionary fable set in post-WWIII Neo-Tokyo.

"These post-punk punks are much like the pre-punk punks of A CLOCKWORK ORANGE, in a BLADE RUNNER setting designed by Otomo in smoothly animated, state-of-the-comic-art with bilingual visuals and an English soundtrack that's strangely devoid of music...

"Otomo provides a visual momentum that carries you forward, even when you don't know where you're going or why."

-SAN FRANCISCO BAY GUARDIAN

"AKIRA represents state-of-the-art Japanese animation, with a blazing variety of colors and detailed background that reflect a great deal of creative imagination. The film can be savored for its visual quality alone."

-SEATTLE P-I

The English-language version of the animated film **AKIRA** will play in the following cities during the month of March:

CINCINNATI, OH MOVIES REPERTORY CINEMA

February 28-March 6

DENVER, CO OGDEN THEATER March 7–10

LOUISVILLE, KY VOGUE THEATER March 16–22

AUSTIN, TX DOBIE THEATER March 16—open ended

SALT LAKE CITY UT CINEMA IN YOUR FACE March 23-April 1

CHICAGO, IL MUSIC BOX THEATER

March 30-April 5

LOS ANGELES, CA GOLDWIN PAVILION

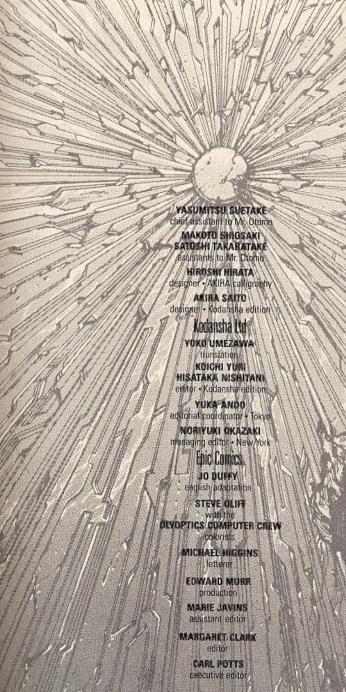
Mid-March

Also, look for **AKIRA** in the following theaters during the upcoming months:

CHICAGO, IL: MUSIC BOX THEATER (April 6 for one week)
HONOLULU, HI: THE ACADEMY THEATER (April 20-21)

CLEVELAND, OH: THE CLEVELAND CINEMATECH (April 26-28)

NEW YORK, NY: THE NEW FILM FORUM (summer, 1990)



ne world outside is a world gone mad.

Suddenly, hombly it is evident what the law of the jungle means—only the strongest, or the wall armed, survive in this insane landscape, Kay and Chiyoko struggle to survive and protect their charges—Kiyoko and Masaru. These two small para-normal children whose unusual abilities helped save the women's lives are now the victims of their own powers which have started to destroy them from within. However, Kiyoko does gasp out that Number 19 can help them. With grim determination, the women set out across the city. They know time is running out and they know they must find Number 19.

KATSUHIRO OTOMO'S



